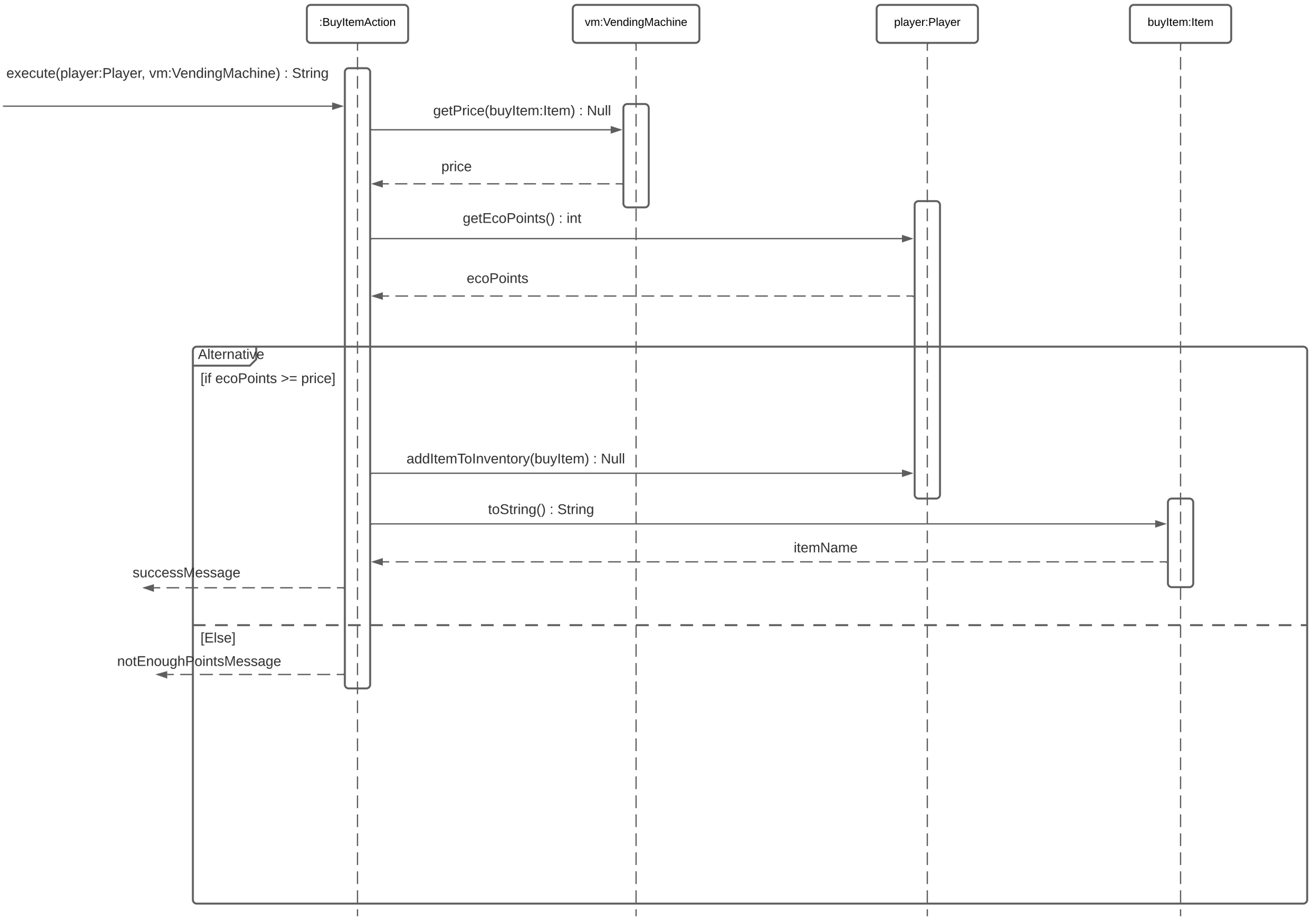
Sequence Digram for BuyItemAction

Note: buyItem is an instance variable of BuyItemActionClass

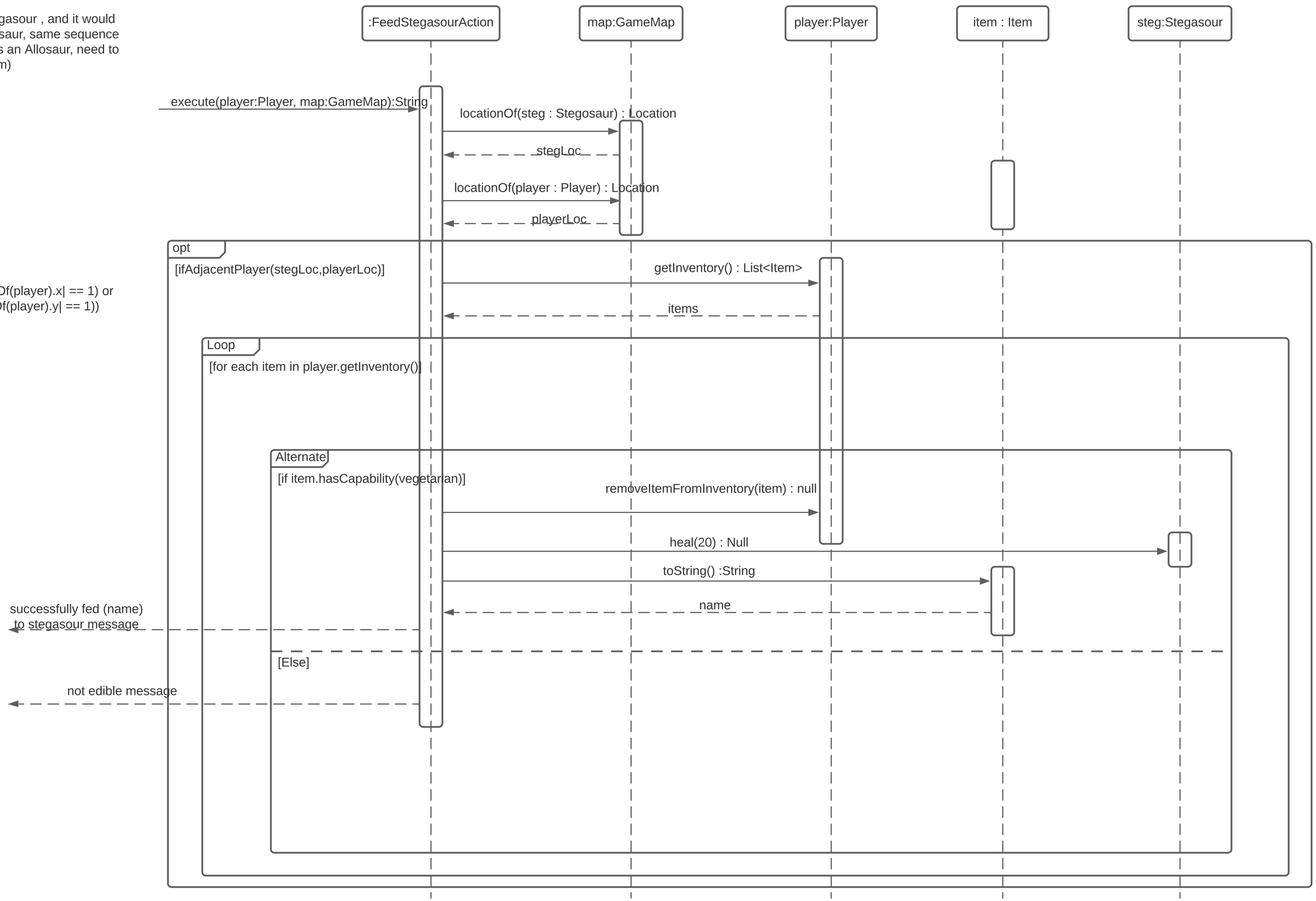


Sequence Diagram
For
FeedStegasaurAction

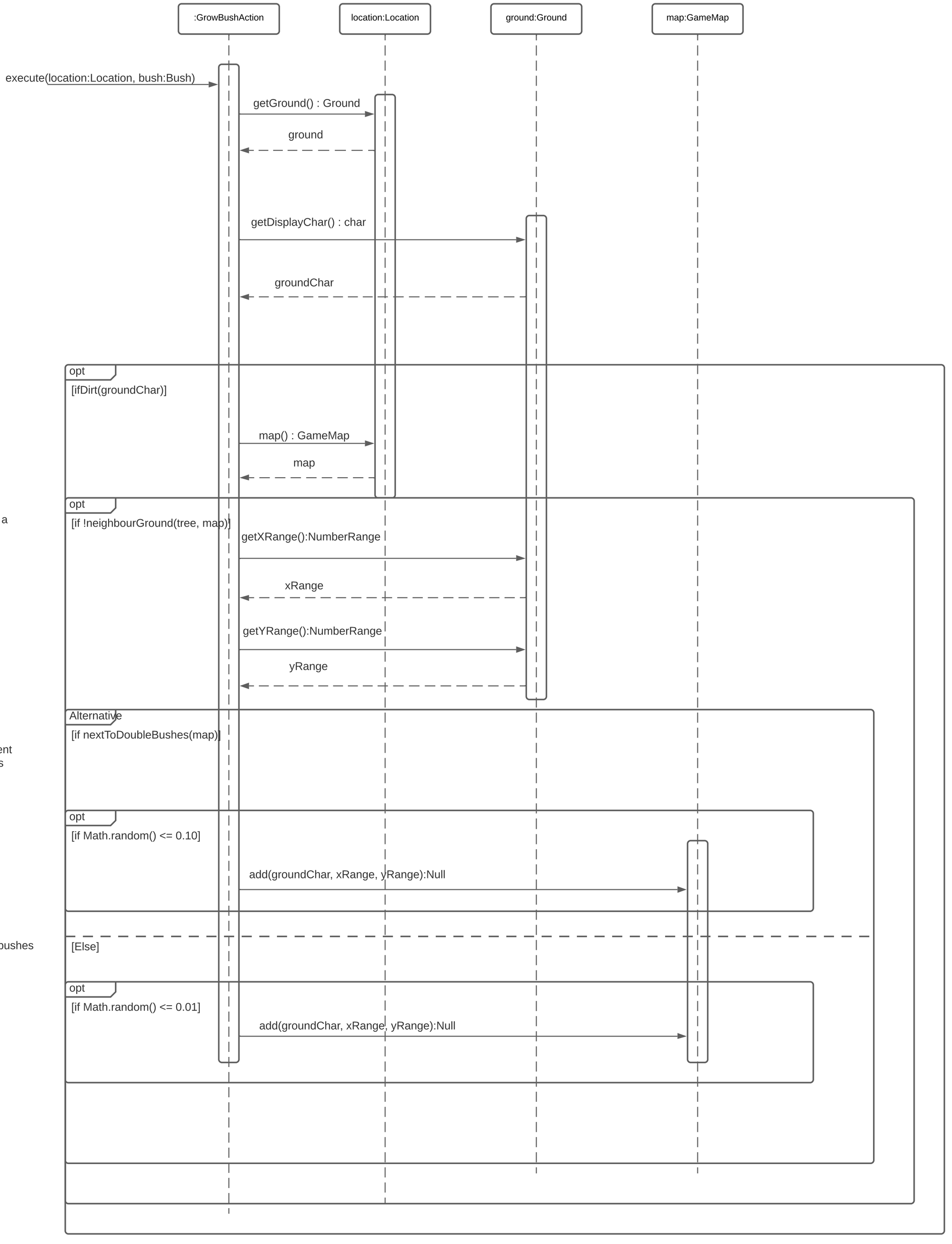
Note: steg is an instance variable of FeedStegasourAction class

Note:This sequence diagram is for feeding a stegasour , and it would be identical to feeding other dinosaurs (if brachiosaur, same sequence diagram replace Stegosaur with Brachiosaur, if its an Allosaur, need to check if the item is a meat item)

ifAdjacent () returns :
if ((|map.locationOf(steg).x| - |map.locationOf(player).x| == 1) or (|map.locationOf(steg).y| - |map.locationOf(player).y| == 1))



Sequence Diagram
For GrowBushAction

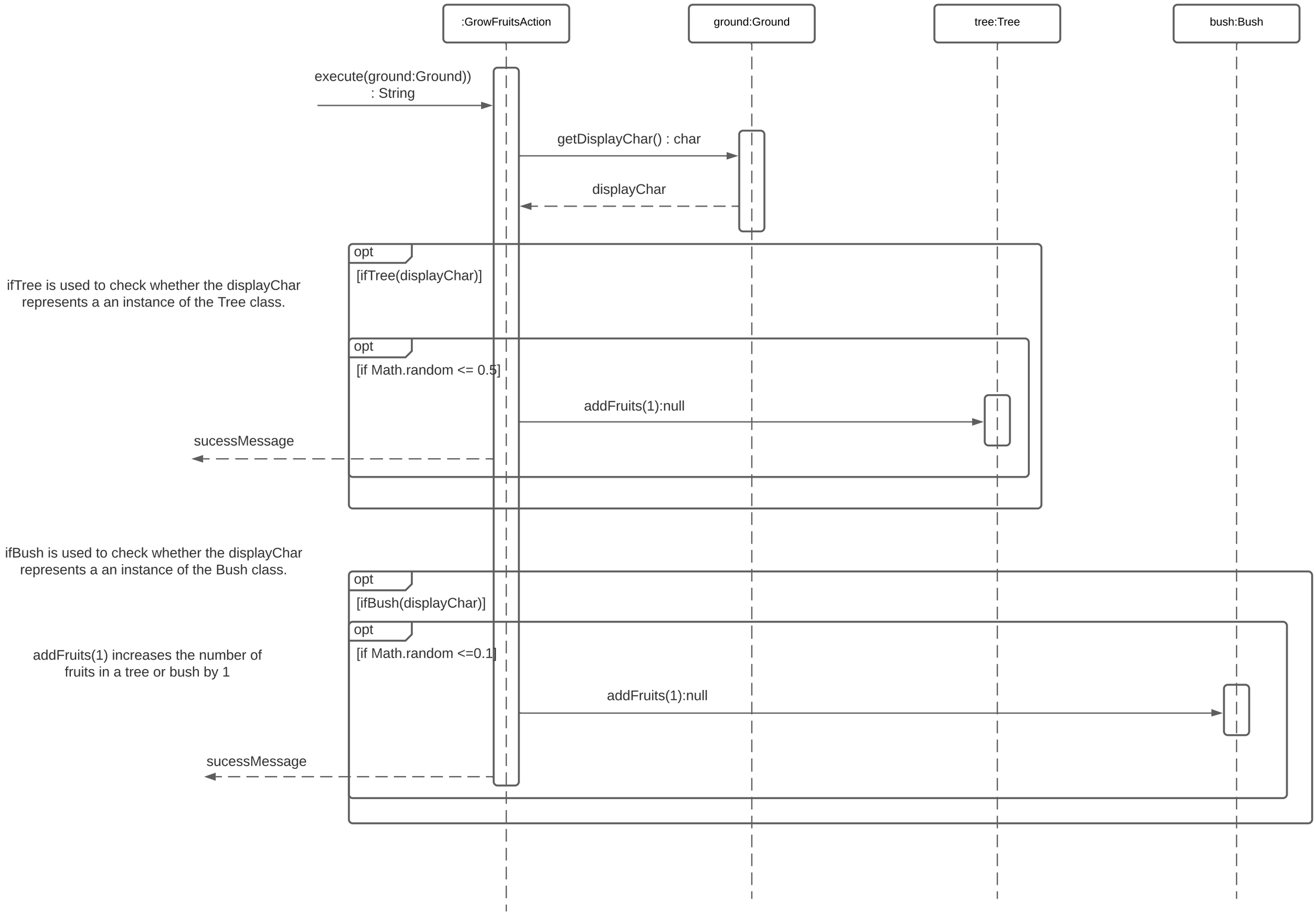
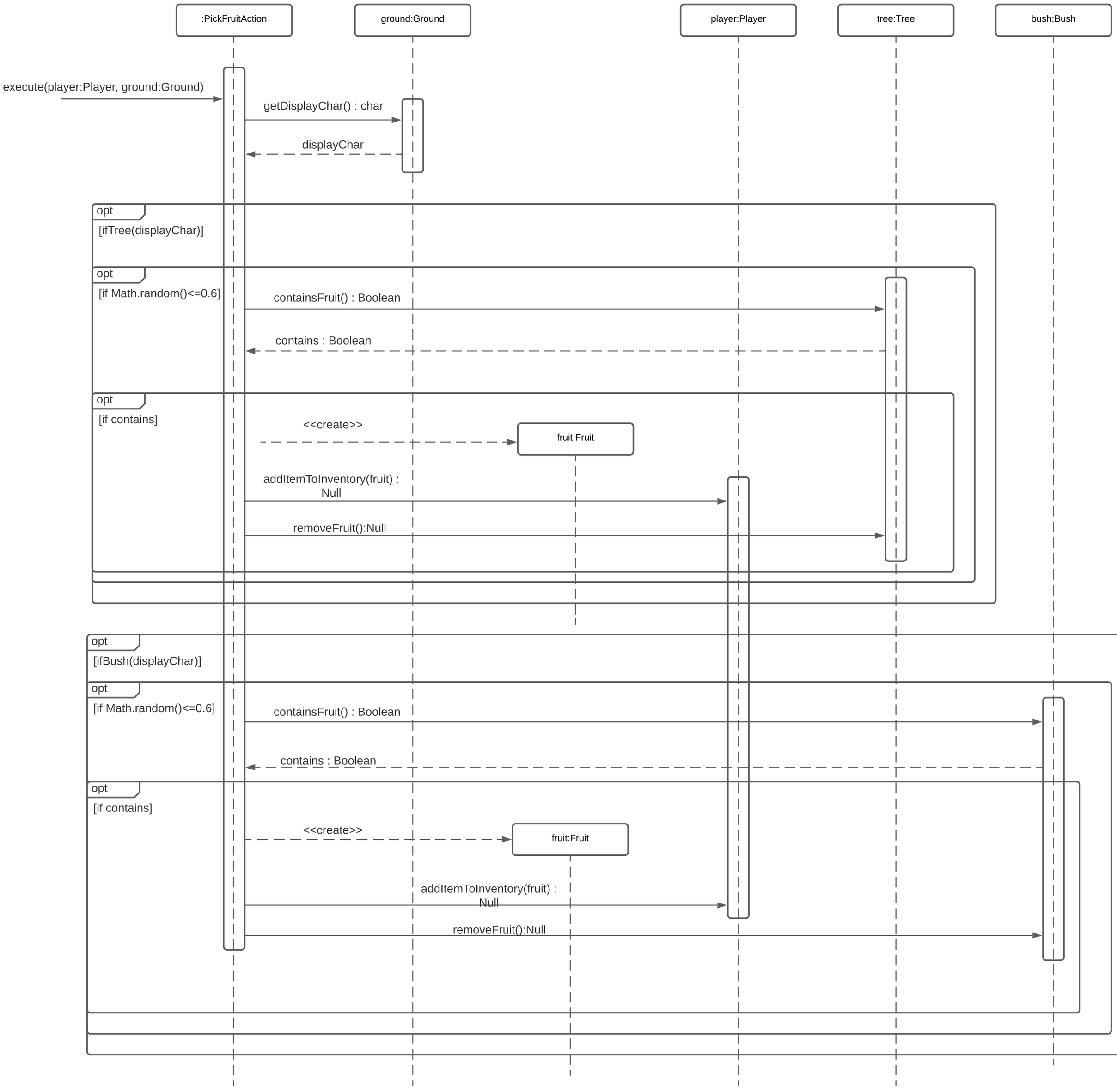


neighbourGround checks if there is a tree next to current dirt block

nextToDoubleBushes checks is current dirt bloc is next to at least 2 Bushes

Not next to two bushes

Sequence Diagram
For GrowFruitsAction



Sequence Diagram
For PickFruitAction